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Peter (Universal Head)

v3.4

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Game:	KEMET
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

Choose the side of board according to the number of players (3 or 5 players / 2 or 4 players).

With 2 or 3 players, the east bank is inaccessible for the entire game.

Place all the **power tiles** faceup next to the board.

Place temporary **victory points** (VP) on all the temples on the board, and place permanent VP on the *Sanctuary of All Gods*. Place the rest of the VP next to the board.

Each player chooses a city and a color and takes a board. Then take the following in your chosen color: **5 action tokens**; **1 Ankh marker** (placing it on the 5th space of the Prayer Points scale on his board); **1 turn order marker** (placing it on the turn order track on the board when turn order is determined); **12 units**; and **6 Battle cards**.

Each player receives a random **Divine Intervention** (DI) card. Place the remaining cards in a facedown draw pile.

For the first turn, the players choose the turn order randomly. Then, each player, in turn order, chooses how to allocate 3 points among his pyramids, choosing either of these combinations: 1 / 1 / 1 or 2 / 1 / 0. Level 1 or 2 pyramids are placed in districts of your city; level 0 pyramids stay in reserve by your board.

Each player places 10 of their units in the districts of their city that have a pyramid, with a limit of 5 units per space (2 units stay in your recruitment pool).

Spaces

Player Cities: Each player's city has 3 district spaces surrounded by walls, each with room for a pyramid.

Temples: Controlling a temple awards 1 temporary VP and Prayer Points (PP). Controlling at least 2 temples in the end of a day phase awards 1 permanent VP.

Sanctuary of All Gods: The *Sanctuary* is *not* considered a temple. If the player controlling it sacrifices 2 units, he gains 1 permanent VP.

Obelisks: The *Sanctuary of All Gods* and some desert spaces contain an obelisk.

Harbors: Harbors allow the Nile to be crossed but do not count as a separate space.

Points

Prayer Points (☪): PP allow players to perform different actions. A player can *never* possess more than 11 PP, even with power tiles.

Victory Points (🏆): **Square VP are permanent** and can't be lost. **Round VP are temporary** and can be lost.

Components

Pyramids: Each player has 3 pyramids: white, red and blue, which allow him to buy Power tiles. Each must be placed in a different district in your city.

The pyramid's **level** is the number visible on the top. A level 0 pyramid stays in your reserve until it evolves to level 1 or more and is placed on the board.

Troops: Each figurine represents a unit; all your units in one space form a troop. A troop cannot contain more than 5 units and you may never have more than 5 units on the same space.

Power Tiles: There are 3 colors of Power: white (mainly prayer and resources), red (mainly attack and movement) and blue (mainly defense and control), each composed of Powers from level 1 to level 4, with 4 four cards per level (ie, 16 Powers per color).

Power tiles must always be visible and all powers from the tiles are mandatory.

CYCLE OF PLAY

NIGHT PHASE (PREPARATION)

1. Distribute Prayer Points

Each player receives 2 PP (plus PP awarded by Power tiles if applicable).

2. Distribute DI Cards

In turn order, each player receives a random DI card. There is no limit to the number of DI cards a player can have in his hand.

Playing a DI card doesn't count as an action.

Several DI cards may be played in the same phase, even with the same effect (effects are cumulative). A played DI card is discarded facedown. When the deck is empty, shuffle the discards to create a new draw pile.

To play a DI card, you must pay any cost (some are free and some cost 1 PP), and play the card only at the appropriate time.

3. Resolve Power Effects

In turn order, each player applies the effects of his Power tiles with the Night symbol.

4. Determine Turn Order

The player with the fewest VP determines the turn order for all players. On a tie, the player who was earliest in the turn order on the previous round determines the turn order.

For the first turn, determine the turn order randomly.

DAY PHASE (ACTIONS)

1. Use Action Tokens

Each player has **5 action tokens**.

In turn order, each player puts down 1 action token on one of the empty action spaces of his board, and immediately applies its effect.

Repeat until all action tokens are used (5 turns).

You may not put more than 1 action token on the same space. You may place an action token on a space then choose not to take the action.

At the end of 5 turns, each player must have placed at least 1 token in *each* of the first 3 levels of the action pyramid on his board.

2. Attribute PP and Permanent VP

When all players have finished their actions, distribute PP and permanent VP.

The player controlling the Delta temple may withdraw a unit from the temple and put it back in his recruitment pool to receive 5 PP.

Players controlling the other temples receive 2 or 3 PP (as marked on the board) and also keep the corresponding temporary VP.

The player controlling the *Sanctuary of All Gods* may withdraw 2 units from there and put them back in his recruitment pool to receive 1 permanent VP.

Any player who controls at least 2 temples (remember the *Sanctuary of All Gods* is not a temple) receives 1 permanent VP.

ACTIONS



Pray

Gain 2 PP immediately.



Raise a Pyramid

You may raise the level of 1 pyramid at a cost in PP equal to the level the pyramid is being raised to.

Pyramids allow you to teleport to an obelisk for 2 PP; buy Power tiles of the same color and level; and a **level 4 Pyramid awards 1 temporary VP**.

A player controlling an opponent's pyramid with a troop gets all its benefits (even the temporary VP for a level 4 pyramid) and may even raise the pyramid.

While his pyramid is controlled by an opponent, a player loses all its benefits.



Buy a Power Tile

You may buy 1 Power tile of the specified color at a cost equal to its level. To buy another Power of the same color, you must wait until the next turn.

To purchase a Power tile, you must have a pyramid of the same color and at a level equal to or greater than the desired Power. You may buy tiles from the color and level of an opponent's pyramid that you control.

A Power tile is purchased permanently, cannot be lost and their powers are mandatory. They must be placed in front of you, clearly visible. Power effects are immediate, but some occur only at certain times.

You may never have 2 Power tiles with identical powers. This includes all Powers with the same effects and illustrations, even if they are of different colors.



Recruit

Spend x PP to immediately recruit x units, taken from your recruitment pool and placed in districts in your city.

If an opponent is controlling your district, he cannot recruit units there (players may only recruit in their own city). You may recruit units as normal—this will immediately trigger an attack.



Move / Attack

The Move action allows 1 troop to move.

Not all the units in a troop have to move; some can be left along the way. You can also gather units from spaces on your way, as long as you don't exceed the movement capacity. A troop may move by:

Ground transportation: Move 1 or several units of the same troop to an adjacent space.

Harbor crossing: You may cross the Nile between harbors connected by an arrow. This counts as a 1 space movement action, without any additional cost.

Teleportation by pyramid: You may teleport a troop from any pyramid (in your territory or an opponent's) to any obelisk space. Pay 2 PP; no movement capacity is consumed.

The movement capacity of 1 troop is 1 space. Movement capacity can be increased by Power tiles that apply to all your troops; by the ability of a creature; or by a DI card for a chosen movement.

A space may never contain more than 5 friendly units unless you own the *Legion* power tile.

Within the limits of its movement capacity and resources, a troop can alternate pyramid teleportation, ground transportation, and harbor crossing in the same movement, without any restriction.

You may only enter another player's city if the troop begins its movement from a space adjacent to the external city wall. The internal or external walls of your own city have no effect on your movement.

Whenever during a move action, you would pass through or reach a space occupied by an opponent's troop, the movement ends and a battle must be resolved.

BATTLES

At the beginning of a battle, the attacker and the defender each choose **2 Battle cards**.

Each player immediately discards 1 card, faceup or facedown (players agree at the start of the game whether to discard the unused battle card facedown or faceup).

The second card is the one played in the battle. Each player can also add to this card one or more DI cards hidden under the battle card.

Then, the players reveal their Battle cards and any DI cards (and any necessary PP costs paid).

After the battle, the played Battle and DI cards are discarded, facedown or faceup according to the choice made by the players before the beginning of the battle.

When a player has discarded all 6 of his Battle cards, he takes them all back into his hand.

Determining the Winner

Determine your **battle value** by adding together:

- The number of **units** in your troop
- The **Strength value** (sword icon) of your Battle cards
- Any attack or defense bonuses from your **Power tiles**
- Any bonuses given by **creatures** engaged in the battle
- Any bonuses from **DI cards**.

The player with the higher battle value wins the battle. On a tie, the defender wins the battle.

Casualties

Each Battle card has a **damage value** (red blood drop icon) and a **protection value** (blue shield icon).

These can be increased by DI, Power tiles, and creatures.

The winner and the loser of the battle lose as many units as the total damage value of their opponent, minus their own total protection value.

The winner may lose all of his units, but is still the winner, even if the defender has surviving units.

Victory Points

If the attacker wins the battle and has at least 1 unit left, he gains a permanent Battle VP.

An attacker who loses a battle doesn't win any Battle VP. The defender doesn't win any VP, even if he wins.

Retreat

The defeated player must decide between **recalling** his troop to his recruitment pool, or **retreating**.

If he retreats, the battle's winner chooses the adjacent space, free of any units, to which the opponent's troop moves. If there is no adjacent space free of units, retreat is impossible.

If the winner of the battle has no units left and the loser does, the loser does not have to retreat.

Recall a Troop

After a battle, both the winner and the loser may choose to **recall** surviving units.

You receive **1 PP for every unit recalled** and put back in your recruitment pool (and therefore made available for recruitment later).

You may not split the troop by recalling some of the units and leaving the others.

CREATURES

The **7 creatures** are acquired by purchasing the corresponding Power tile. They grant advantages to the troops which travel with them.

You may immediately put a purchased creature in one of your 3 city districts if you have at least 1 unit in the district. Otherwise, the creature is placed in front of you on the corresponding Power tile.

You may never have more than 1 friendly creature on a given space, even if it is one of your city districts. A creature may not pass through another space with a creature.

A creature doesn't count as a unit or count towards the 5 unit limit. In battle, only its bonuses are added to the total battle value; it does not increase the number of units. As soon as a creature is no longer accompanied by at least 1 unit, it returns to its Power tile.

A creature can never be destroyed. If the last unit with a creature is destroyed, the creature is immediately put back in your city, on a district with at least 1 unit. If that is not possible, the creature is put back on its Power tile.

A creature on its tile returns to the board, in one of your districts, when you use the **Recruit** action. If several creatures are in reserve, choose which one of them returns first.

CONTROLLING TEMPLES

If you control a temple at the end of a battle or a movement (by having at least 1 unit on it), you gain a temporary VP for that temple.

When there is no unit left on the temple, you must give back the corresponding temporary VP.

ENDING THE GAME

As soon as a player has at least 8 VP (optionally 10 VP) **at the end of a Day phase**, he is the winner.

On a tie, the winner is (in this order): the player with the most VP; the player with the most battle VP; and the player who played earlier in the previous Day phase.



NIGHT PHASE (PREPARATION)

1. Distribute Prayer Points

Each player receives 2 PP (plus PP awarded by Power tiles if applicable).

2. Distribute DI Cards

In turn order, each player receives a random DI card.

3. Resolve Power Effects

In turn order, each player applies the effects of his Power tiles with the Night symbol.

4. Determine Turn Order

The player with the fewest VP determines the turn order for all players.

DAY PHASE (ACTIONS)

1. Use Action Tokens

In turn order, each player puts down 1 action token on one of the empty action spaces of his board and applies its effect. Repeat until all are used.

At the end of 5 turns, everyone must have placed at least 1 token in *each* of his first 3 pyramid levels.

2. Attribute PP and Permanent VP

The player controlling the Delta temple may put a unit there back in his recruitment pool to receive 5 PP.

Players controlling the other temples receive 2 or 3 PP and also keep the corresponding temporary VP.

The player controlling the *Sanctuary of All Gods* may put 2 units there back in his recruitment pool to receive 1 permanent VP.

Any player who controls at least 2 temples (the *Sanctuary* is not a temple) receives 1 permanent VP.

ACTIONS



Pray

Gain 2 PP immediately.



Raise a Pyramid

Raise the level of 1 pyramid at a PP cost equal to the level it is being raised to.

A level 4 Pyramid awards 1 temporary VP.



Buy a Power Tile

Buy 1 Power tile of the specified color at a cost equal to its level. You must have a pyramid of the same color and at a level equal to or greater than the desired Power.



You may never have 2 Power tiles with identical powers.



Recruit

Spend x PP to immediately recruit x units and place them in districts in your city.



Move / Attack

The Move action allows 1 troop to move.

Ground: Move 1 or several units of the same troop to an adjacent space.

Harbor: Cross the Nile between 1 harbors connected by an arrow as a 1 space movement.

Teleportation: Teleport a troop from any pyramid to any obelisk space for 2 PP.

A space may never contain more than 5 friendly units unless you own the *Legion* power tile.

BATTLES

The attacker and the defender each choose 2 Battle cards. A first card is immediately discarded. The second card is the one played in the battle. Each player can also add 1 or more hidden DI cards.

Reveal Battle cards and any DI cards (and pay any necessary PP costs). Determine Battle value:

- The number of units in your troop
- + the strength value of your Battle cards
- + any Power tile attack or defense bonuses
- + any bonuses from creatures in the battle
- + any bonuses from DI cards.

The player with the higher Battle value wins. On a tie, the defender wins. Both players lose as many units as the total Damage value of their opponent, minus their own total Protection value.

If the attacker wins the battle and has at least 1 unit left, he gains a permanent Battle VP. An attacker who loses a battle doesn't win any Battle VP. The defender doesn't win any VP, even if he wins.

The defeated player must decide whether to **recall** his troop to his recruitment pool, or **retreat**.

Retreat: the battle's winner chooses the adjacent space to which the opponent's troop moves.

Recall: After a battle, both the winner and the loser may **recall** surviving units. You receive 1 PP for every unit recalled (you may not split the troop).

ENDING THE GAME

As soon as a player has at least 8 VP (optionally 10 VP) **at the end of a Day phase**, he is the winner.



PERMANENT VP



Attacking and winning battles



Gaining a VP Power tile



Controlling the Sphinx



Controlling 2 temples at the end of a Day phase



Sacrificing 2 units in the Sanctuary of All Gods

TEMPORARY VP



Raising a pyramid to L4, or controlling an opponent's one



Controlling temples

DIVINE INTERVENTION



War Rage

Cost 0 ♀
+1 Strength for this battle.



War Fury

Cost 1 ♀
+2 Strength for this battle.



Bloodbath

Cost 1 ♀
+2 Damage for this battle.



Bloody Battle

Cost 0 ♀
+1 Damage for this battle.



Bronze Wall

Cost 0 ♀
+1 Protection for this battle.



Iron Wall

Cost 1 ♀
+2 Protection for this battle.



Raining Fire

Cost 1 ♀
Destroy 1 enemy unit.



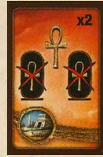
Prayer

Cost 0 ♀
Gain 2 ♀.



Enlistment

Cost 0 ♀
Add 2 units to your city or to an existing troop.



Mana Theft

Cost 0 ♀
Each opponent loses 1 ♀ and you gain 1 ♀.



Teleportation

Cost 1 ♀
Teleport a troop onto an obelisk. Play as part of a movement action.



Open Gates

Cost 1 ♀
Ignore wall effects. Play as part of a movement action.



Veto

Cost 0 ♀
Cancel a DI card just played. Play during an opponent's turn but not during a battle.



Escape

Cost 0 ♀
No battle; move your troops to a free adjacent space. Play when opponent enters a territory that you control.



Play in Day phase, in player's turn (except in a battle).



Play in battle phase.



Play in an opponent's turn.

LEVEL 1



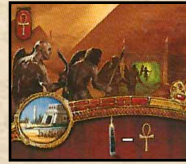
Charge!

+1 Strength in **battle** when attacking.



Charge!

+1 Strength in **battle** when attacking.



Stargate

When you use a **movement action**, you may teleport for -1 ϕ .



God Speed

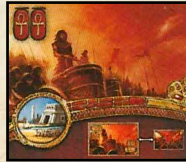
When you use a **movement action**, all of your troops gain +1 movement capacity.

LEVEL 2



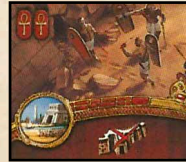
Carnage

In **battle**, all your troops gain +1 Damage.



Offensive Strategy

Take back your discarded **battle cards**. Replace one of them with the special +3 Strength / 3 Damage.



Open Gates

All of your troops **ignore** the effect of walls.



Teleport

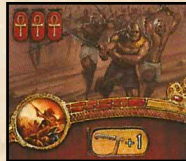
When you use a **movement action**, you can teleport your troops from an obelisk.

LEVEL 3



Royal Scarab

For the linked troop: +2 Movement capacity, +2 Strength.



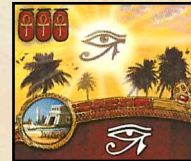
Blades of Neith

In all **battles**, all your troops have +1 Strength.



Divine Wound

In **battle**, after cards are revealed, add +1 Strength for each DI card you discard.



Victory Point

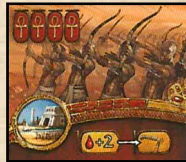
1 Victory Point.

LEVEL 4



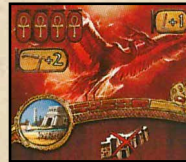
Giant Scorpion

For the linked troop: +1 Movement capacity, +2 Strength, +2 Damage.



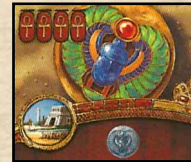
Initiative

When you are attacking, destroy 2 units from the target troop before the beginning of the battle.



Phoenix

For the linked troop: +1 Movement capacity, +2 Strength. The troop ignores the effect of walls.



Act of God

Take an additional silver **Action token**, to be placed and played at the same time as a regular token.

LEVEL 1



Recruiting Scribe

The **recruit** action gives you 2 more units.



Recruiting Scribe

The **recruit** action gives you 2 more units.



Defense!

You gain +1 Strength in **battle** when defending.



Defense!

You gain +1 Strength in **battle** when defending.

LEVEL 2



Legion

Your troops may now contain a maximum of 7 units instead of 5.



Ancestral Elephant

For the linked troop: +1 Movement capacity, +1 Strength, +1 Protection.



Defensive Strategy

Take back your discarded **battle cards**. Replace one of them with the special +3 Strength / 3 Protection.



Deep Desert Snake

For the linked troop: +1 Movement capacity. Cancel any other creature effect in **battle**.

LEVEL 3



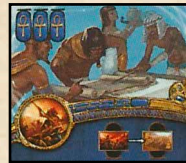
Shield of Neith

In **battle**, all your troops gain +1 Protection.



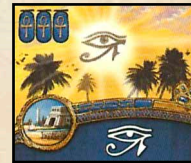
Defensive Victory

If you win a **battle** as the defender, you also gain a Victory Point.



Prescience

In **battle**, your opponent must show you his battle card before you play yours.



Victory Point

1 Victory Point.

LEVEL 4



Reinforcements

During the **Night phase** you may add 4 units to a troop and/or your city.



Sphinx

For the linked troop: +2 Strength, 1 Victory Point.



Divine Will

Take the golden **Action token**. It must be played at the same time as a regular token but on the top level space, as a Move or Recruit action.



Act of God

Take an additional silver **Action token**, to be placed and played at the same time as a regular token.

LEVEL 1



Priest

When you use the **pray** action, you gain +1 ☩.



Priest

When you use the **pray** action, you gain +1 ☩.



Priestess

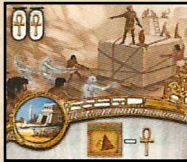
When you **buy a power tile**, its cost is -1 ☩.



Priestess

When you **buy a power tile**, its cost is -1 ☩.

LEVEL 2



Slaves

When using the **raising pyramid** action, each level costs -1 ☩.



High Priest

During the **Night phase** you gain 2 additional ☩ in the ☩ distribution.



Crusade

Gain 2 ☩ for each unit you destroy in **battle**.



Divine Boon

During the **Night phase** take an additional DI card when they are distributed.

LEVEL 3



Hand of God

During the **Night phase** you may raise a pyramid by 1 level for free.



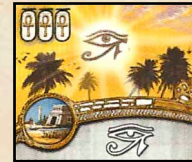
Vision

During the **Night phase** when you pick a DI card, draw 5 and keep 1 of your choice.



Holy War

Gain 4 ☩ for each **battle** you win (attack or defense).



Victory Point

1 Victory Point.

LEVEL 4



Priest of Ra

When you spend ☩, each cost is reduced by 1.



Priest of Amon

During the **Night phase** you gain 5 additional ☩ in the ☩ distribution.



The Mummy

For the linked troop: +1 Movement capacity, +2 Strength, +1 DI card (during **Night phase**).



Act of God

Take an additional silver **Action token**, to be placed and played at the same time as a regular token.

GREEK LEGENDS

LEVEL 2



Chiron

Chiron can travel with a troop that is already travelling with another creature.



Minotaur

The troop that travels with the Minotaur is immune from all damage other than that dealt by a **battle card**. This includes *Raining Fire*, damage bonuses from Power tiles (including *Initiative*), DI cards, and creatures.

LEVEL 2



Cerberus

When you buy Cerberus, place the miniature immediately on a space you already control. **That space cannot be attacked** for the rest of this round. At the beginning of the next **Night phase**, place Cerberus back in the supply of Power tiles. It can be bought again.

LEVEL 3



Medusa

During a **battle**, your opponent's total Protection is equal to 0. This includes all **battle cards**, Power tiles, creatures, and DI cards.

LEVEL 2



Kraken

Place the Kraken anywhere on the Nile river. It will stay there for the rest of the game. From now on, you benefit from **+1 strength** for any **battle** that takes place on a space adjacent to the river, except cities.

LEVEL 3



Polyphemus

Troops travelling with Polyphemus can contain up to **7 units** instead of 5. *Buying both the Legion Power tile and Polyphemus does not allow for troops with more than 7 units.*



TA-SETI EXPANSION

Before starting the game, decide which modules to add to the base game.

1: THE BLACK PYRAMID

Players can develop their civilization using 4 different pyramid colors instead of 3.

Since cities still contain only 3 pyramid spaces, you can only build 3 of the 4 possible pyramids. You can however still capture and benefit from your opponents' pyramids to gain access to powers of all 4 colors.

Set up the pyramids as normal with the split of 3 points. If you split your 3 points on only 2 pyramids, you may choose the color of your third pyramid during the game.

Place the black Power tiles next to the other tiles. A player with a black pyramid can buy black Power tiles following the normal rules.

Each player adds the *Buy a black power action space* tile to the 4 squares at the bottom of their board. Place it on a space corresponding to a pyramid color that you didn't build (you can move it during the game if you need to access the space underneath).

The black powers *Dark Ritual*, *Twin Ceremony* and *Forced March* each provide a golden Action token. If you buy several of these Power tiles you only receives 1 golden Action token for the first of the tiles you buy. You can therefore only use 1 of these tiles each Day phase. When you place the golden Action token at the top of the pyramid on your board, decide which Power tile you want to activate. On the next Day phase, you will be able to place your golden Action token again to activate any single golden Action Power tile you own (including the one you activated on the previous turn).

2: THE DAWN PHASE

This module replaces the *Determine Turn Order* phase in the base game rules. However, the Dawn phase is ignored on the first turn (turn order for the first turn is still determined randomly).

A player who loses a battle or who loses all units during a battle gains a **Dawn token** of value '+1 strength' at the end of the battle. You may have an unlimited number of Dawn tokens.

If you run out of +1 Dawn tokens, use the +2 side of the tokens. At any time, a +2 token can be exchanged for 2 +1 Strength tokens.

During the Dawn phase, players must resolve a mandatory battle to determine the turn order for the next Day phase. Starting with the player on the last space of the turn order track and moving in reverse turn order, each player:

- *must* play a Battle card faceup
- *must* discard a Battle card facedown
- *can* spend 1 or more Dawn tokens.

The **Dawn value** corresponds to the **sum of the strength value of the revealed Battle card and the bonuses from the Dawn tokens that were spent**.

Only the strength value of the revealed Battle card is taken into account; its other characteristics are ignored.

Each player does this in reverse turn order, up to the player in first position on the turn order track.

The player with the highest Dawn value places his order marker on the space of his choice on the turn order track. Then, in decreasing Dawn value order, each player does the same, placing his order marker on a free space of the turn order track. On a tie, the previous turn order breaks the tie; therefore the player who was earlier in the former turn order wins ties.

To keep track of the old turn order and see who breaks ties, push each turn order token below its box before determining the new turn order.

All Dawn tokens played during this Dawn phase are then discarded.

3: THE PATH TO TA-SETI

At the beginning of the game, determine randomly for each **path to Ta-Seti** board which side will be used and create the path by connecting the 4 boards. Place the path next to the main board.

On the path to Ta-Seti, place:

- The temporary bonus tokens on each corresponding space.
- One token showing a level 1 Object, faceup on each corresponding space.
- One token showing a level 2 Object, faceup on each corresponding space.
- One Skill token, faceup on each corresponding space.
- One permanent VP at the end of the path to Ta-Seti.

Set aside the unused tokens in a reserve pile.

Place each player's 3 **priest figurines** next to the board at the start of the path.

When you perform a *Move/Attack* action, you can, in addition, **immediately activate one of your priests on the path to Ta-Seti**. Similar actions triggered by the use of a golden token do not activate a priest. Movement on the main board is only carried out after the Priest's activation has been completely resolved.

You may activate either a priest already on the path to Ta-Seti, or a priest in your reserve (that priest enters the Ta-Seti board on a path of your choice on the left side of the board). There can be several priests (belonging to one or more players) on the same step.

Traveling on the path to Ta-Seti

A priest *always* moves right, following a path, in the direction of the VP located at the end on the city of Ta-Seti. The priest can move as long as it doesn't reach a location.

When it arrives at a location (village, city or temple), it must end its movement. You immediately benefit from bonuses shown on the path between 2 locations. You also take temporary bonus tokens (if there are any) and may use them in the same turn, before replacing them on the path to Ta-Seti.

Stopping in a location

When the priest reaches a location, you must stop and choose one of these options:

- Take nothing. The priest stays on the path to Ta-Seti and can be activated later in the game.
- Take the Objects and/or Skills available on the location and place them next to your individual board. The priest is removed from the path.

If you take a Skill token, the priest is placed on the main board, replacing one of your units (that goes back to your reserve) and behaving like any other unit. If you do not have any units on the board, the priest goes to your reserve with your other units. A priest unit provides the troop it is traveling with all the skills the player acquired on the path to Ta-Seti. If a priest is eliminated, it goes back to your reserve and can be recruited like a normal unit.

If you took only Objects, the priest is placed back next to the board, near the start of the path to Ta-Seti.

Object tokens must always be discarded after use. In battle, the attacker always announces any objects he wants to use first, followed by the defensive player.

Skill tokens are permanent. Temporary bonus tokens return to their spaces on the path to Ta-Seti after they are used.

When can objects be played?

The *Ibis* and *Bull Statues* are played immediately.

The *Flaming Khopesh*, *Leather Shield*, *Mask* and *Double-Edged Dagger* can only be played when a battle starts and before Battle cards are chosen.

The *Hare Statue* is played at the same time you place your action token to perform a Move/ Attack action.

The *Divine Seal* is played either before you place your action token; after you have placed your action token but before the action has been resolved; before choosing Battle cards; or in the Night phase before resolving Night power effects.

Skills

Skills are transferred automatically to other priests: each troop comprising at least 1 priest benefits from *all* the skills you have acquired. If 2 priests travel with the same troop, skill bonuses are not doubled.

If you have your 3 priests on the main board, you can at any time take one in your reserve and send it back next to the board at the start of the path to Ta-Seti.

Refilling the path

At the end of each Night phase (before the Dawn phase, if using module 2), refill the path to Ta-Seti. Objects, Skills or Victory Point tokens that were taken during the previous turn are replaced with new tokens from the reserve. If no more tokens are available, the path is refilled starting from the step furthest away from the start, from top to bottom.

4: NEW VICTORY CONDITION

This module is best combined with module 2: the new Dawn phase. A player wins the game if he satisfies the victory conditions before placing one of his action tokens, rather than at the end of a turn.

If during the Day phase, before placing one of his action tokens, the **active player** possesses at least 8 VP (or 10 depending on the choice made before the start of the game) there are 2 possible situations:

- If none of his opponents possesses more VP than he does, he *immediately* wins the game (a player may win the game while one of his opponents has the same number of VP).
- If one or more of his opponents possesses more VP than he does, no one wins at this time. **The current Day phase is the last of the game.**

If, at the end of this Day phase, no player has won the game, the winner is determined as in the base game, following the following criteria (in order):

- The player with the most VP.
- On a tie, the player with the most Battle VP.
- On a further tie, the tied player who played first during the last action phase.

5: NEW BATTLE & DISCARDS

During setup, add the new **Divine Intervention cards** to those from the base game. **Each player also receives 2 new Battle cards** in addition to the base game's 6, for a total of 8 Battle cards.

The new Battle card gives you a Strength value of 5 in this battle but you must also destroy 2 of your own units after the battle resolution.

This damage is considered to be inflicted by the you, not by your opponent, so it cannot be prevented.

LEVEL 1



Mercenaries

When you buy this tile, place the 3 female **mercenaries** in your city. They are basic units. **The same player cannot buy the 2 Mercenaries tiles.**



Mercenaries

When you buy this tile, place the 3 female **mercenaries** in your city. They are basic units.



Enforced Recruitment

During the **recruit** action, you can place the recruited units on any space(s) where you already have troops. You can still recruit in your city.



Dark Ritual

Take the golden **Action** token. It must be played at the same time as a regular token but on the top level space, as a **Pray** action.

LEVEL 2



Honor in Battle

Gain 1 ♀ for each of your units destroyed by your opponent in **battle** (at the end of the battle).



Dedication to Battle

During **move/attack** action gain 2 ♀ if you move into a space with an enemy troop (even if there is no battle).



Khnum's Sphinx

For the linked troop: +1 Movement, +1 Strength. To move into sphinx's space, opponent must pay 2 ♀.



Twin Ceremony

Take the golden **Action** token. You can reuse a **buy** action that you already used this turn by paying an extra 1 ♀.

LEVEL 3



Griffin Sphinx

Linked troop: +2 Strength. When using a **move/attack** action, the troop can teleport from an obelisk (costs ♀ equal to teleportation cost).



Forced March

Take the golden **Action** token. It must be played at the same time as a regular token but on the top level space, as a **move/attack** action.



Deadly Trap

When an opposing troop moves into a space occupied by one of yours, your opponent destroys one of his units before the battle starts.



Victory Point

1 Victory Point.

LEVEL 4



Devourer

Linked troop: +1 Movement, +2 Strength; no non-battle damage. After a battle win, if you destroyed 2 opposing units, gain +1 Battle VP.



Bestial Fury

Every troop you control: +1 Movement capacity, +1 Strength and +1 Damage.



Divine Strength

Every time you gain at least 1 ♀ during the **Day** phase, gain 1 extra ♀.



Act of God

Take an additional silver **Action** token, to be placed and played at the same time as a regular token.

PERMANENT VP



Attacking
& winning
battles



Gaining a VP
Power tile



Controlling
the Sphinx



Controlling 2
temples at end
of a Day phase



Sacrificing 2 units
in the *Sanctuary
of All Gods*

TEMPORARY VP



Raising pyramid to
L4, or controlling
an opponent's one



Controlling
temples

DIVINE INTERVENTION



Bloody Battle

Cost 0 ♀

+1 Damage
for this battle.



Bronze Wall

Cost 0 ♀

+1 Protection
for this battle.



Divine Protection

Cost 0 ♀

If you win the battle,
do not suffer any
damage (except from
the 5/-2 card).



Enlistment

Cost 0 ♀

Add 2 units
to your city or to an
existing troop.



Escape

Cost 0 ♀

No battle; move
troops to a free
adjacent space when
opponent enters
territory you control.



Glory

Cost 0 ♀

If you win the battle,
gain 4 ♀.



Mana Theft

Cost 0 ♀

Each opponent
loses 1 ♀ and
you gain 1 ♀.



Prayer

Cost 0 ♀

Gain 2 ♀.



Reinforcements

Cost 0 ♀

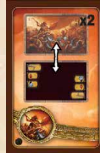
If you win the battle,
you can place up to
3 units from reserve.



Swiftess

Cost 0 ♀

+1 Movement
capacity for this
move/attack action.



Tactical Choice

Cost 0 ♀

Can switch revealed
Battle card with the
one you chose to
discard.



Veto

Cost 0 ♀

Cancel a DI card
just played. Play
during an opponent's
turn but not during
a battle.



Bloodbath

Cost 1 ♀

+2 Damage
for this battle.



Divine Memory

Cost 1 ♀

Secretly take back
a DI card of your
choice from the
discard pile.



Iron Wall

Cost 1 ♀

+2 Protection
for this battle.



Open Gates

Cost 1 ♀

Ignore wall
effects. Play as
part of a movement
action.



Raining Fire

Cost 1 ♀

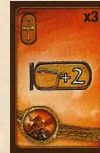
Destroy 1 enemy
unit.



Teleportation

Cost 1 ♀

Teleport a troop
onto an obelisk.
Play as part of a
movement action.



War Fury

Cost 1 ♀

+2 Strength
for this battle.



War Rage

Cost 0 ♀

+1 Strength
for this battle.



Play in Day phase, in player's
turn (except in battle).



Play in battle phase.



Play in an opponent's turn.

OBJECTS



Ibis Statue
Draw 1 DI card.



Hare Statue
+1 Movement capacity.



Flaming Khopesh
+1 Strength



Leather Shield
+ Protection.



Bull Statue
Draw 2 DI cards.



Divine Seal
Place on an opponent's power tile. Its effect does not apply until the affected player's next action phase.



Double-Edged Dagger
Play before choosing Battle cards. If you win the battle, gains 1 additional VP. If you lose, lose 1 VP.



Mask
Only units and Battle cards are taken into account for this battle. Priests and mercenaries are basic units. Do not count Priest skills (except *Legion*).

TROOP SKILLS



Slaughter
+1 Damage.



Haste
+1 Movement capacity.



Charge!
+1 Strength when attacking.



Defensive Position
+1 Strength when defending.



Open Gates
Ignore walls.



Divinity
At the end of a battle, draw 1 DI card for each 2 opposing units destroyed by this troop.



Defensive Victory
If this troop wins a battle as the defender, you earn 1 Battle VP.



Legion
This troop can count 7 units (instead of 5).



Direct Recruitment
Each unit of this troop destroyed by your opponent during a battle can be recruited immediately and for free in your city or in another existing troop.



Compensation
If you play one or more DI cards in a battle with this troop, you draw as many DI cards as you played at the end of the battle.



Premonition
In a battle, your opponent has to show you the Battle card they play before you play yours. If both have this skill, the attacking player reveals first.

TEMPORARY POWERS FROM THE PATH TO TA-SETI

Tokens obtained when a priest travels over them.



+1 Strength during the Battle which follows the current Move/ Attack action.



+1 Protection during the Battle which follows the current Move/ Attack action.



+1 Damage during the Battle which follows the current Move/ Attack action.

Symbols activated when a priest travels over them.



Destroy 1 enemy unit.



Draw a DI card.



Add 1-3 units (according to the number of symbols) in your city or to an existing troop.



Gain 1-3 ♀ (according to the number of symbols).